

THE HOUSE OF LAMENT

DM RESOURCES PACK



VAN RICHTEN'S GUIDE TO RAVENLOFT

HEROIC MAPS

CONTENTS

A bloody and horrific past; ghosts and haunting; an evil entity that controls a house; yes, come with us and adventure in the disturbing and dangerous House of Lament! This old manor house is a place of many horrors, haunted by numerous spirits and hiding an even darker secret. We've got plenty of additional creepy material that you can use to scare your players as they explore this many-levelled house.

Heroic Maps

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How to use these resources

Around the house	As players explore the house, you can use these table to help describe things they might see or find. We've made sure they are all imbued with a bit of creepy magic.
Hauntings	Use the tables on this page to add to the various hauntings in the house. If you need a 'lost soul' we've got them named and detailed here for you.

What else is included with this DM resources pack?

Full-sized maps for The House of Lament	Included with this pack are highly-detailed, full-scale digital maps of the House of Lament, including: - Misty Forest Crossroads - The House of Lament - seven-level house - The House of Lament (awakened) - creepier ambience
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We have included:

- VTT-ready jpegs
- Print-quality pdfs
- Full-size jpegs for poster printing

Find the maps in the download section of your purchase library.



AROUND THE HOUSE

Paintings around the House

Around the House of Lament, paintings hang on the walls of many of the rooms and corridors. This table will help you describe the more interesting and intriguing ones.

Paintings in the House of Lament

- 1 A bright and freely painted oil of '*Halvhrest Manor*', the house when the Halvhrests were its owners. As you look away, in the corner of your eye the scene switches to that of a heavy-handed, dreary painting of a dark fortress, the old Castle Laventz.
- 2 *Lake Bolygo*, a landscape depicting a misty lake shoreline. Tall trees encroach upon the water and are reflected across its surface. A tiny grey figure stands in the distance on the far lakeshore. Each time you look at the painting, the figure seems to be a little closer.
- 3 A large painting with an elaborate jewelled frame, showing '*General Latcus Calmare, triumphant, mounted on his griffon, Rau, rampant*' with a great battle in the background. Touching the frame causes the room to fill briefly with the panicked screams and agonised shouts of warring soldiers.
- 4 A homely depiction of a rural kitchen, with baskets of fruit, loaves of bread and a cheerful cook peeling vegetables. On closer inspection though the fruit is rotten, the bread infested and the cook is peeling the skin from her fingers.
- 5 A small frame marked 'Heggy III' containing a detailed watercolour of a large tabby cat. If you make a noise near it, the sleeping cat startles and runs from the frame. You think you can hear paws padding behind you wherever you walk in the house.
- 6 *Lord Tihomir the Unjust*, an oil painting of an elderly gentleman, dressed in judicial robes. The painting has been slashed violently in several places, including across the neck of the image. A drop of blood runs down the painting as you look at it.

Household items

The house is still filled with many objects left by its inhabitants. If players wish to examine any of the small items left around, this table identifies some that have been imbued with a little of the enchantment of the house around them.

Curious objects around the house

- 1 A handsome white quill. Whatever its holder tries to write, the quill scribes 'they stole me from a bird'.
- 2 A velvet pin cushion shaped like a porcupine. Occasionally throws off all its pins in fear.
- 3 A delicate teacup, hand decorated inside with scenes of courting lovers. If filled with a drink, the lovers fall into the liquid and drown.
- 4 A small leather-bound novel that refuses to open to any page other than one detailing the execution by decapitation of a hundred heretical monks.
- 5 An elegant, silver butter knife with an ivory handle. It randomly stabs its bearer in the hand.
- 6 A toy wooden soldier. It limps along the floor, crying, an arm lost and the left side of its body gangrenous.
- 7 A crude mousetrap haunted by an angry little mouse named Stefzen le Crumbelsajt who prevents any further deaths at the hands of the hated trap!
- 8 A bone, ladies comb with a leaf-shaped handle. It scrapes and cuts the scalps of those who use it.
- 9 A doll with a sweet, rosy face. The hair has rotted and now worms wriggle in the hair holes.
- 10 A glass salt cellar. The top always falls off when shaken, spilling salt everywhere.
- 11 A music box painted with flowers. It plays a jaunty dance, but if anyone looks into the mirror inside it reflects their face in death and plays a funeral dirge.
- 12 A shiny brass chamberstick. When a candle is placed on the pricket and lit, it burns down in seconds and extinguishes all lights in the room.

HAUNTINGS

Adding hauntings to your game

The official guide provides examples of hauntings around the house and suggests DMs add more where appropriate. You can use these tables to help you add both ambient hauntings and those more dangerous hauntings that occur once the house awakens.

The first table details some lost souls. There are hundreds of souls trapped in the House of Lament. If an ambient haunt selected on the official guide's roll table involves a Lost Spirit, use these examples to add character and detail.

The three guest bedrooms on the 2nd floor can contain ambient hauntings at the DMs discretion. Our second table details three haunting ideas.

When the House wakes, several of the rooms become host to new, more aggressive hauntings. Use our third table for awakened hauntings in some other rooms in the house.

Lost Souls

- 1 Sir Gergel of Cvish, one of Mara's traitorous knights. Dressed in old-fashioned mail, he slowly staggers. Blood pours from a deep gash in the back of his head.
- 2 Osuald, the kindly uncle of Loren Halvhrest. During a visit to the cellar to fetch wine, he was taken by the entity in the monolith. He appears as a helpful spirit, whispering advice, hoping the entity doesn't hear him.
- 3 Lady Cincea, one of the aristocrats that failed to help Mara's family. Slaughtered by Mara with horrific vengeance, Cincea appears as a weeping lady, blood oozing from the wounds where her eyes once were.
- 4 Estwyn Faull, the ghost of an occult investigator who had been hired to locate a missing adventurer. They manifest as a poltergeist, banging loudly on tables and blowing out torches and lanterns.
- 5 Margueta van Kicht, the once famous tomb-raider. She perished at the hands of the House when searching for treasure. She appears as a charred skeleton, leaving chunks of burnt flesh in her wake.
- 6 Little Antal, the spirit of a teenage boy that sought shelter in the house without realising its nature. He manifests as bloody handprints on the wall and sometimes forms words and shapes.

Ambient haunts in the guest bedrooms

- 1 This bedroom stands in the same space as that of a torture room in the demolished castle. The sounds of chains, prisoners screams and sizzling flesh fill the air. Characters may even glimpse a huddled figure in the corner, their skin punctured and weeping from torture.
- 2 Each character experiences this bedroom differently – as an important location from their own childhood. A figure familiar to them stands near the window. When they turn, their face is that of a gaunt skull and their jaw cranes open before they vanish.
- 3 A small figure huddles under the bed blankets, calling 'There's something under my bed'. If a character lifts the blanket, they see themselves as a child. If they look under the bed, they see themselves as a corpse.

More Awakened Rooms

- 1 **Ballroom** – the floorboards appear to crack apart and skeletal hands reach up from below. Dragging themselves in to the room, three skeletons dressed in antique armour emerge. Clutching rusty longswords, they attack when they notice those standing near.
- 2 **Dining Room** – as soon as two characters have entered the room, the doors slam shut. From an unknown source drifts eery violin music and the wooden dining chairs begin to levitate. As the music increases in speed and volume, the chairs dance around the room, spinning faster and faster. Soon the room is filled with whirling, dangerous furniture, smashing into splinters against any obstacle.
- 3 **Master Bath** – the sounds of dripping water echo here. The bath is filled to the top with opaque, dark water. Any character who approaches the bath is grabbed by a pale, clawed hand that tries to pull them into the water and drown them.
- 4 **Sitting Room** – when a character enters the southern sitting room, the stag heads mounted on the wall animate and drop to the floor. With monstrous snapping jaws, they clatter across the floor and attempt to bite the legs and feet they encounter.

Be sure to check out Heroic Maps' other DM Resource packs on DM's Guild.



About Heroic Maps

We are Joe and Sarah and we've been designing and making digital RPG products as Heroic Maps since **2013**. You can find hundreds of our highly-detailed printable and VTT-ready battlemaps, modular tiles and terrain maps on DrivethruRPG.com

On Patreon, as well as making maps, we have been writing adventure supplements and game resources for GMs since 2017.

You can find us in the following places:

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